

Amendments to the Claims:

1 1. (previously presented) A method of efficiently transmitting media information
2 associated with two or more concurrent calls carried in a packet-switched network, the
3 method comprising the computer-implemented steps of:
4 aggregating two or more media packets from the two or more concurrent calls
5 originating from one or more source end points into an aggregated media
6 payload;
7 re-packetizing the aggregated media payload using a single aggregated header to form
8 an aggregated media packet;
9 forwarding the aggregated media packet to a next hop in the packet-switched network
10 in response to either one of
11 (a) a timer reaching a non-zero maximum allowed delay time value, or
12 (b) the aggregated media packet containing a specified number of Real-Time
13 Protocol segments, wherein the specified number is variable according
14 to user input.

1 2. (currently amended) The method of Claim [[1]] 15, further comprising de-aggregating
2 the aggregated media payload for one or more destination endpoints by separating the
3 aggregated media payload to result in creating and sending restored copies of the two
4 or more media packets, wherein each media packet corresponds to one of the two or
5 more concurrent calls.

1 3. (currently amended) The method of Claim [[1]] 15, wherein aggregating the two or
2 more media packets comprises compressing one or more headers of each media
3 packet.

1 4. (original) The method of Claim 1, wherein the two or more media packets are Real-
2 Time Protocol (RTP) packets.

1 5. (currently amended) The method of Claim [[4]] 15, wherein the step of aggregating
2 two or more media packets further comprises the steps of:
3 compressing an IP header and a UDP header of each RTP packet to form a
4 corresponding uncompressed RTP segment; and
5 encapsulating the two or more uncompressed RTP segments with the single
6 aggregated header.

1 6. (currently amended) The method of Claim [[4]] 21, wherein the step of aggregating
2 two or more media packets further comprises the steps of:
3 compressing an IP header, a UDP header, and an RTP header of each RTP packet to
4 form a corresponding compressed RTP segment; and
5 encapsulating the two or more compressed RTP segments with the single aggregated
6 header.

1 7. (previously presented) The method of Claim 1, wherein the step of aggregating the
2 two or more media packets further comprises forming the aggregated media payload
3 according to an aggregation protocol for aggregating the two or more media packets.

1 8. (currently amended) The method of Claim [[7]] 15, wherein the aggregation protocol
2 comprises forming the aggregated media payload based on an aggregated media
3 packet format for each aggregated media packet wherein the aggregated media packet
4 format comprises a version field indicating a version of the aggregation protocol.

1 9. (currently amended) The method of Claim [[7]] 15, wherein the aggregation protocol
2 comprises forming the aggregated media payload based on an aggregated media
3 packet format for each aggregated media packet wherein the aggregated media packet
4 format comprises a placeholder field that reserves packet space for future use.

1 10. (currently amended) The method of Claim [[7]] 15, wherein the aggregation protocol
2 comprises forming the aggregated media payload based on an aggregated media
3 packet format for each aggregated media packet wherein the aggregated media packet
4 format comprises a sequence number field that is incremented for each aggregated
5 media packet and is used to detect media packet loss.

1 11. (currently amended) The method of Claim [[7]] 15, wherein the aggregation protocol
2 comprises forming the aggregated media payload based on an aggregated media
3 packet format for each aggregated media packet wherein the aggregated media packet
4 format comprises a trunk ID field that uniquely identifies a corresponding trunk.

1 12. (currently amended) The method of Claim [[7]] 15, wherein the aggregation protocol
2 further comprises forming the aggregated media payload based on an uncompressed
3 Real-Time Protocol segment format for each uncompressed Real-Time Protocol

segment of the two or more media packets that comprises a context ID field indicating a session context ID for the uncompressed Real-Time Protocol segment.

13. (currently amended) The method of Claim [[7]] 15, wherein the aggregation protocol further comprises forming the aggregated media payload based on an uncompressed Real-Time Protocol segment format for each uncompressed Real-Time Protocol segment of the two or more media packets that comprises a compression bit indicating whether the uncompressed Real-Time Protocol segment is uncompressed.

14. (currently amended) The method of Claim [[7]] 15, wherein the aggregation protocol further comprises forming the aggregated media payload based on an uncompressed Real-Time Protocol segment format for each uncompressed Real-Time Protocol segment of the two or more media packets that comprises a placeholder field for future use.

15. (currently amended) A method of efficiently transmitting media information associated with two or more concurrent calls carried in a packet-switched network, the method comprising the computer-implemented steps of:

- aggregating, according to an aggregation protocol, two or more media packets from the two or more concurrent calls originating from one or more source end points into an aggregated media payload;
- re-packetizing the aggregated media payload using a single aggregated header to form an aggregated media packet;
- forwarding the aggregated media packet to a next hop in the packet-switched network;

wherein the aggregation protocol further comprises forming the aggregated media payload based on an uncompressed Real-Time Protocol segment format for

12 each uncompressed Real-Time Protocol segment of the two or more media
13 packets, ~~that~~ wherein the aggregated media payload comprises a Real-Time
14 Protocol header extension bit indicating whether a Real-Time Protocol header
15 extension appears in the uncompressed Real-Time Protocol segment.

1 16. (currently amended) The method of Claim [[7]] 15, wherein the aggregation protocol
2 further comprises forming the aggregated media payload based on an uncompressed
3 Real-Time Protocol segment format for each uncompressed Real-Time Protocol
4 segment of the two or more media packets that includes a full length field containing a
5 length of a Real-Time Protocol packet that corresponds to the uncompressed Real-
6 Time Protocol segment.

1 17. (currently amended) The method of Claim [[7]] 15, wherein the aggregation protocol
2 further comprises forming the aggregated media payload based on an uncompressed
3 Real-Time Protocol segment format for each uncompressed Real-Time Protocol
4 segment of the two or more media packets that comprises a Real-Time Protocol
5 payload and a Real-Time Protocol header corresponding to a Real-Time Protocol
6 packet that in turn corresponds to the uncompressed Real-Time Protocol segment.

1 18. (currently amended) The method of Claim [[7]] 15, wherein the aggregation protocol
2 further comprises forming the aggregated media payload based on an uncompressed
3 Real-Time Protocol segment format for each uncompressed Real-Time Protocol
4 segment of the two or more media packets that comprises a padding field that aligns
5 an end of the uncompressed Real-Time Protocol segment with a next four-byte
6 boundary.

1 19. (currently amended) The method of Claim [[7]] 21, wherein the aggregation protocol
2 further comprises forming the aggregated media payload based on a compressed Real-
3 Time Protocol segment format for each compressed Real-Time Protocol segment of
4 the two or more media packets that comprises a context ID field indicating a session
5 context ID for the compressed Real-Time Protocol segment.

1 20. (currently amended) The method of Claim [[7]] 21, wherein the aggregation protocol
2 further comprises forming the aggregated media payload based on a compressed Real-
3 Time Protocol segment format for each compressed Real-Time Protocol segment of
4 the two or more media packets that comprises a compression bit indicating whether
5 the Real-Time Protocol segment is compressed.

1 21. (currently amended) A method of efficiently transmitting media information
2 associated with two or more concurrent calls carried in a packet-switched network, the
3 method comprising the computer-implemented steps of:
4 aggregating, according to an aggregation protocol, two or more media packets from
5 the two or more concurrent calls originating from one or more source end
6 points into an aggregated media payload;
7 re-packetizing the aggregated media payload using a single aggregated header to form
8 an aggregated media packet;
9 forwarding the aggregated media packet to a next hop in the packet-switched network;
10 wherein the aggregation protocol further comprises forming the aggregated media
11 payload based on a compressed Real-Time Protocol segment format for each
12 compressed Real-Time Protocol segment of the two or more media packets,
13 ~~that~~ wherein the aggregated media payload comprises a Real-Time Protocol

14 header extension bit indicating whether a Real-Time Protocol header extension
15 appears in the compressed Real-Time Protocol segment.

1 22. (currently amended) The method of Claim [[7]] 21, wherein the aggregation protocol
2 further comprises forming the aggregated media payload based on a compressed Real-
3 Time Protocol segment format for each compressed Real-Time Protocol segment of
4 the two or more media packets that comprises a Real-Time Protocol header marker
5 bit.

1 23. (currently amended) The method of Claim [[7]] 21, wherein the aggregation protocol
2 further comprises forming the aggregated media payload based on a compressed Real-
3 Time Protocol segment format for each compressed Real-Time Protocol segment of
4 the two or more media packets that comprises a length field containing a length of a
5 Real-Time Protocol payload of a Real-Time Protocol packet of the compressed Real-
6 Time Protocol segment.

1 24. (currently amended) The method of Claim [[7]] 21, wherein the aggregation protocol
2 further comprises forming the aggregated media payload based on a compressed Real-
3 Time Protocol segment format for each compressed Real-Time Protocol segment of
4 the two or more media packets that comprises a sequence number field carrying a
5 Real-Time Protocol header sequence number.

1 25. (currently amended) The method of Claim [[7]] 21, wherein the aggregation protocol
2 further comprises forming the aggregated media payload based on a compressed Real-
3 Time Protocol segment format for each compressed Real-Time Protocol segment

4 wherein the compressed Real-Time Protocol segment format comprises a timestamp
5 field carrying a Real-Time Protocol header timestamp.

1 26. (original) The method of Claim 7, wherein the aggregation protocol further comprises
2 forming the aggregated media payload based on a compressed Real-Time Protocol
3 segment format for each compressed Real-Time Protocol segment of the two or more
4 media packets that comprises a Real-Time Protocol payload of a Real-Time Protocol
5 packet that corresponds to the compressed Real-Time Protocol segment.

1 27. (currently amended) The method of Claim [[7]] 21, wherein the aggregation protocol
2 further comprises forming the aggregated media payload based on a compressed Real-
3 Time Protocol segment format for each compressed Real-Time Protocol segment of
4 the two or more media packets that comprises a padding field that aligns an end of the
5 compressed Real-Time Protocol segment with a next boundary.

1 28. (original) The method of Claim 1, wherein the two or more media packets are
2 received while traversing a common sub-route.

1 29. (canceled)

1 30. (canceled)

1 31. (previously presented) A method of efficiently transmitting media information
2 associated with two or more concurrent calls carried in a packet-switched network, the
3 method comprising the computer-implemented steps of:

4 aggregating two or more media packets from the two or more concurrent calls
5 originating from one or more source end points into an aggregated media
6 payload;
7 re-packetizing the aggregated media payload using a single aggregated header to form
8 an aggregated media packet;
9 forwarding the aggregated media packet to a next hop in the packet-switched network
10 when a non-zero maximum allowed delay time value is reached.

1 32. (previously presented) The method of Claim 1, further comprising:
2 using the maximum allowed delay time value for forwarding the aggregated media
3 packet;
4 starting a count down for the maximum allowed delay time value when a first media
5 packet arrives for aggregation; and
6 aggregating subsequent media packets that arrive before the maximum allowed delay
7 time value is reached.

1 33. (previously presented) An apparatus for transmitting media information associated
2 with two or more concurrent calls carried in a packet-switched network, the apparatus
3 comprising:
4 means for aggregating two or more media packets from one or more source endpoints
5 into an aggregated media payload;
6 means for re-packetizing the aggregated media payload using a single aggregated
7 header to form an aggregated media packet; and
8 means for forwarding the aggregated media packet to a next hop in the packet-
9 switched network in response to either one of

- 10 (a) a timer reaching a non-zero maximum allowed delay time value, or
11 (b) the aggregated media packet containing a specified number of Real-Time
12 Protocol segments, wherein the specified number is variable according
13 to user input.

- 1 34. (previously presented) An apparatus for transmitting media information associated
2 with two or more concurrent calls carried in a packet-switched network, the apparatus
3 comprising:
4 one or more processors coupled to an aggregator for aggregating two or more media
5 packets into an aggregated media packet;
6 a memory accessible to the one or more processors; and
7 one or more sequences of instructions stored in the memory which, when executed by
8 the one or more processors, cause the one or more processors to carry out the
9 steps of:
10 aggregating two or more media packets from one or more source endpoints
11 into an aggregated media payload;
12 re-packetizing the aggregated media payload using a single aggregated header
13 to form the aggregated media packet; and
14 forwarding the aggregated media packet to a next hop in the packet-switched
15 network in response to either one of
16 (a) a timer reaching a non-zero maximum allowed delay time value, or
17 (b) the aggregated media packet containing a specified number of Real-
18 Time Protocol segments, wherein the specified number is
19 variable according to user input.

1 35. (previously presented) A computer-readable medium comprising one or more
2 sequences of instructions for efficiently transmitting media information associated
3 with two or more concurrent calls carried in a packet-switched network, which the
4 sequences of instructions, when executed by one or more processors, cause the one or
5 more processors to carry out the steps of:
6 aggregating two or more media packets from the two or more concurrent calls
7 originating from one or more source end points into an aggregated media
8 payload;
9 re-packetizing the aggregated media payload using a single aggregated header to form
10 an aggregated media packet;
11 forwarding the aggregated media packet to a next hop in the packet-switched network
12 in response to either one of
13 (a) a timer reaching a non-zero maximum allowed delay time value, or
14 (b) the aggregated media packet containing a specified number of Real-Time
15 Protocol segments, wherein the specified number is variable according
16 to user input.